



BORIS THE SPIDER

A Journal of Duplicious Deeds, Raw Power, and Naked Breed

'Oh, what a tangled web we weave'

'Who then we practice to destroy'

—Sir Walter Scott—



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DEADLINES SHIFTED!

I'm trying an experiment. By pushing forward the deadline 18 hrs, I figure I get about 8 more efficient hours—about two night's worth—in work on the 'zine. The one player who still mails (usually a day late) will need to mail a couple of days earlier than usual and the Saturday morning callers will need to either e-mail or call Thursday night. It shouldn't affect the rest of you greatly.

As expected, Jim ("Plat") Frying has won our second game of CIRCUS MAXIMUS. His wife Marcia won the first game. We replace the game with KREMLIN House Rules for which are on p. 15.

We have a position for COOL DIP, but no room. I ask each of those signed up to confirm your interest by sending in a preference list of countries. If all are on e-mail, we may do it that way. Otherwise, it'll probably be six to eight months before there is an opening.

Ditto, MAHARAJAH. I've run three REPUBLIC OF ROME games pbem, and am inclined to do another.

STANDBY ALERT!

BALKAN WARS: Serbia

MAGIC REALM: Fern & Xyla

Interested parties should send in orders for each position they are interested in. If the present player again fails to submit orders on time, a random drawing will be held.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "Nature has given (us) one tongue but two ears that we may hear from others twice as much as we speak." —Epictetus

Any other BPA members out there? WIZARD'S QUEST, TITAN: THE ARENA, and MONSTERS RAVAGE AMERICA all need GMs!

BOOS & KUDOS

This month's Madame Bolduc Press Excellence Award (8 free issues) goes unawarded due to "general staliness".

This month's Ms. Nur Super-Sudsy Bondi is lobbed at Peter Boykin for his "arrogant snottiness" in "Boris XIII".

PERSONAL COMMUNICATION HERE (maybe):

Deadline for most games is 1800 CST 5 Mar 99



IT'S ONLY OUT!!
Wormtongue Stabs!
Can the Other Four Stop Him?
Fall 1985

XII
1985i

MONAS MORGUL: The Italian Admiralty sent orders that the fleets should be scuttled rather than have them fall into French or Austrian hands. While the fleets as a whole are no more, this writer would not be surprised if a few haven't decided to switch flags. Wormtongue, for one, would welcome all the floating stock he can find. While the West is still entrenched, Wormtongue has offered his Germanic cousin, Herr Fisher, some respite by biting off 20% of Germany's main enemy's units. Yet, the time has come for all to decide whether their petty quarrels are more important than having Emperor Wormtongue in charge of Europe.

TROOP MOVEMENTS

Austria F NAP retreats to TYN.

AUSTRIA (Frying): A Apu-Nap, F Tyn-Ion, A Con H, A Tri-Ser, A Rom-S-A Apu-Nap, A Ven-S-A Rom, F Aeg-Gre, A Gal-Rum, A Rum-Sev.

ENGLAND (Shackleton): F Edi S F Lom-Nth, F Hol S F Lom-Nth, F Wal-Lpt, F Lom-Nth.

FRANCE (Boyd): F Tyn S F Mid-Wes, [A Pte-Ven], A Mar-Bur, A Bel-H, A Bur-Rus, F Mid-Wes.

GERMANY (R. Fisher): [A Kle-Ber], A Mun-S-A Kle-Ber, F Hel-S ENG F Lom-Nth.

ITALY (McCabes): F Ion-Ang, [F Nap Hfr-ots];

RUSSIA (Fowles): [F Ark-Crn], F Eas-Sem, A Syr-Arm, [A Ssi-Ber], A Ptu-S-A Ssi-Ber, [A Den-Kie], F Sks-Swe, [F Nth-Hellu ???], A War-Ukr, [F Nth-Nth].

Units in brackets fail: nso = not so ordered; nsp = no such place; orb = off the board

Russia F NTH must retreat either to ENG, NRG, SSK, or YOR.

SUPPLY CENTER CHART:

AUS: Bur-Tet-Vie-Gre-Sei-Bul-Nap-Con-Ven+Rom+Rum+Sev

(12) Build 3

ENG: Edi-Loc-Lpt-Hol

(4) Even

FRA: Bre-Mar-Par-Por-Spn-Bel+Tun

(7) Build 1

GER: Ber-Kle-Mun

(3) Even

ITA: -Rom-Tun

(10) Tear all, OUT

RUS: Mos-Sov-Sib-War-Rum-Swe-Norv-Arik-Dent-Smy

(18) Tear 2 *

* If crossing F NTH retreats orb, then TEAR 1.

One next time are orders for the retreat, builds/tears, and Spring 1905 and Press. Ma Nuf Press
Press! Thanks, Phil, for hanging on until the bitter end.

EMBASSY BEAT

France - World: Crush Austria! Where's that hot poker when you need it?

France - Russia: Ha! Go back. Return. Retreat.

France - Austria: Bite me!

Ger to Eng: Hey Froggy, come on and try the wines of the Valley of the Rhine. And bring your rifles, we're hunting BEAR here.

Ger to Eng: Hey Limeys, come on out and play--the water's fine and I want to show you some neat places I found in Denmark.

Ger to Ita: Hey not much I can do there... sorry.

Ger to Tun: Bye-Bye.

Ger to Rum: Hey you big bully, you better stay out of Berlin or I'll do something desperate... I'll... I'll... soil my armor.

Ger to Aus: Hey PAL, I thought we were buds. Now I got this 800 pound Gorilla breathing down my neck and your playing Thanksgiving in the Orient. Hehe! A little help here or you're gonna be smelling BEAR-breath from a direction you won't like.



BLENDATRU: The French mass to storm Fortress Alsion but das Reich could just as easily be the target especially with the Russian spearhead driving towards MUN, or is it a pincer on VIE? An unlikely Austria-Turkish alliance seems to be in the making as they mass on the Tsar's exposed southern flank and Italy steams hitherto eastward.

TROOP MOVEMENTS:

AUSTRIA (Hoffiday): IF Gre-Bul, A Set-3 A Bul-Rum, IA Tri-Ven, A Bul-Rum

ENGLAND (Trent): IF Nru-Hel, F Nry-Ska, (A Bel) Hrlr-???, (F Lon-Nth), A Edn-Yor

FRANCE (Gardiner): F Pur-Mad, A Bur S GER A Hol-Bel, A Spa-Mar, F Bel-Eng, A Par-Pic

GERMANY (Boyum): IF Den-Nth, A Hel Bel, A Mun H, (F Kie-Heil), (A Ber-Kie).

ITALY (Anderson): IA Ven S AUS A Trikont, A Tiv H, F Ion-Ang, F Nap-Ita

RUSSIA (de Koenig): (A Rum S A War-Galit-???, A Gal-Bnh, F Bel-Swe, F Bla S A Rum, A War-Gal

TURKEY (Fryling): (A Bul-Rum), F Aeg-Con, A Ankr-Ankr, F Cos-Ankr

Orders in brackets till 6th + off the board, 7-?? = until retreats to ???

England A BEL must retreat off or to RUE. Russian A RUM must retreat off or to SEV or UKR.

Due next time are orders for the retreats and for Fall 1902 and **Press**. Ms Nat craves Press!

EMBASSY BEAT

England-France: Some in the community have mislabelled my A Edi as an 'expeditionary' one. It is merely meant as a tool of domestic security.

England-Germany: Gerbil droppings? C'mon, that's just mean.

England-Russia: I hope the F Nry-Ska can be proof enough of my goodwill.

England-World: I will not be down and allow aggressive elements to trouble me!! Unless the Kings win the the Finals. Then I will be departing for the Underworld of Hades to open a new park. Satur says hell be my steighdrner!..... Some people can actually taste my bitterness.

France - England: I've been hearing nasty things about your intentions, plus it looks like you're trying to get smiles onto the continent, which I don't like. So I've decided to bury the hatchet with our watercress-eating friend and start looking your way. This isn't a declaration of war, if you want to work something out, contact me.

Germany - England: You seem still to have your head firmly planted up your backside. The three-way split of your home-centers is still in effect and still eminently fit under the circumstances.

Germany - France: I have no message for you at this time, if I did, it would appear here.

Germany - Russia: You're on your own, down. I offered help and you justwise turned it down. I wish you the best and suggest a hasty retreat.

Germany - Turkey: I feel I should say something to you but I won't.



CLIFFHOMER: It seems the Philosophers so confused the Serbian Barbarians that they didn't know what to do -- or perhaps it was the drugs in the wine. In either case, the lack of Serbian retreat armed SMG and brought SKO under Greek "protection". None save Athens will be pleased by the two-center swing that this taper wrought.

TROOP MOVEMENTS:

Greek A MAC retreats to SKO. Serbian A TIR is NMR so retreats oth.

ALBANIA (McCabe): F Trt Hjr-???, A MtJ-Nis, A Trt S A MtJ-Nis.

BULGARIA (Anderson): A Mac-Sol, F Trt S A Mac-Sol, [F Van-Dub], [A Sol S SER A Skul/Smu];

GRECE (RL Fisher): F Cyc C A Rho-Ath, A Bkn S F Ang-Sai, F Aprn-Trt, [F Ang-Sai], F NAS S F Aprn-Trt, & Rho-Ath;

ROMANIA (K. Wilson): A Coss-Dub, F NBS S A Coss-Dub, A Buc S ALB-A, MtJ-Nis, A Bel S ALB-A, MtJ-Nis, A Tru-Clu;

SERBIA (Gardner): NMR! A Mon-Hju, A Van-Hju, A Nis-Hju, r-???,

TURKEY (B. Wilson): F Cune S F Mam-Ang, [A Smyr-Cone], F EMS-Rho, F Mam-Ang

Orders in brackets fall: oint = ambiguous order, d = unit destroyed due to lack of solid retreat; imp = impossible: oth = no retreat received; nro = unit not so ordered; nsp = no such place; neu = no such unit; oth = off the board; othm = unit on the move (m= unit unorderd)

Albania: F TRI must retreat oth or to CRO. Greek F AEG must retreat oth or to SMY. Serbia: A NIS must retreat oth or to OLT.

SUPPLY CENTER CHART:

AUB: -Van-Bow-Trt,sNis+Trt-

(3) Even *

BUL: Fin-Sol-Van-Trt

(4) Even

CRE: Ath-Sel-Spa-Cre-Mil-Rho+Skp-Smyr?+Trt

(7,8) Build 2

RUM: Buc-Cune-Gal-Bel-Dub+Clu

(9) Build 1

SER: Nis-Sko-Mon-Tir+Val

(2) Tear 1 **

TUR: Trm-Smyr?+Cyp-Cone+Rho

15/41 Build 1/Even ***

* If Albanian F TRI retreats oth, then Build 1.

** If Serbian A NIS retreats oth, then Even.

*** If Greek F AEG retreats to SMY, Turkey is Even. Otherwise, Build 1.

Due next time are orders for the retreats, the builds/tours, and for Spring 1913.

PRESS:

Gre to Tur: Sorry about Rhodes, thought you were going to tank early and wanted a quick build, you can have it back... ah...oh yes! Kill Bulgars!

Gre to Ser: Ah, sorry but I'm in a bit of a bind here...

Gre to Alb: Ah, sorry but you seem to be ripe for the picking, nothing personal!

Turkey to Greece: En route.

Turkey to Boris: Geez, "lost in Thrace?" GM abuse live!!!!



FLIPPUS WINS!

GOOS	COLOR	DRIVER (CDM/DM)	CART	Whip	Wheels	TEAM	END	Speed	D/E
8-1	Red	Raidsire Al-Ghul (+1/8)	I	9	4/0	551	4	5	3/2
9-1		Josephist (+2/5)					4	2/2	
12-1	White	Flippus Maximus (+1/8)	M	3	0/0	4443	5	16	3/2
947-1	Yellow	Won Hung Lo (+2/8)	H	3	0/0	2325	5	14	2/1
	Black (e)					2434	32	18	3/2
	Brown (i)					6433	30	16	3/2

Turn 10:

BROWN Team: 16. Ahead 16 and off.

FLIPPUS MAXIMUS: 16 and whip (5. - 5 END = 0. - 1 to DM) = 20. Ahead 20 wins!

BLACK Team: 13. Ahead 13.

JOSEPHIS: 4 ton foot. Ahead 8.

WON HUNG LO: 1. Ahead 4.

RAIDSIRE AL-GHUL: Permanently lose 1 MP to 4. Ahead 4.

Flyingius collects 60,000 s. Coronus collects 12,000 s.

Due next time are any end of race statements.

Press:

Josephis, continuing his impression of dense Owens, streaks for the imp.

Flippus splits in Raidsire's general direction.

KREMLIN

We Begin

THE CAST

R. Fisher (The Republican Committee for Kriminally Ineptistic Entropy Socialists' THERIES)

Anderson (Bipartisan Organization for Responsible Government: BOOG)

Scott (The California Connection: TCC)

Britta (The Party Knows Best: TPKB)

K. Wilson (October Revolution Reformer Party: ORRP)

Hilbily (The Underfinedives: TUD)

POLITBURO:

1 - Aparisiblik (A, +1)	2 - Karsenko (N)	3 - Nagodnik (V)	4 - Eustamich (M)
5 - Nikom (R)	6 - Shostemidday (H)	7 - Wasolin (Z)	8 - Bademul (X)

CANDIDATES: CDROS

PEOPLE: BEFGHJNQPTRWY

Your Cards:

Due next time: Your initial IP allocation and any IP you care to declare. See page 13 for details.



ERA_7c: London has 7 cards.

THE LIST (in tie-break order)

LONDON (Farrow): 882, 7K, 150M, 15C, ON-1
 BARCELONA (Fruh): 8206, 4K, 125M, 13C, SV-10
 GENOA (Hann): 852, 8K, 200M, 7C
 VENICE (J Bargender): 8128, 4K, 150M, 13C, Gal-2
 PARIS (McCabel): 898, 3K, 350M, 15C, SV-10

ADV: A,B,E,F,I,J,N,O,R-T,V-X
 ADV: A,B,E,F,I-L,N,O,S,R,V
 ADV: A,B,E,F,I,N,O,R,V
 ADV: A,B,E,F,I,N,O,R,V,W
 ADV: A-E-H-N,O,S

There is a surplus of Silk and a shortage of Timber.

TURN 7c: TOKEN PURCHASE PHASE

Genoa buys 12A. Barcelona buys 14t. Paris buys 18L. Venice buys 21t. London buys 31L.

TURNS 8-12: CARD PURCHASE PHASE

Genoa plays "Charlemagne".

Barcelona plays "Prince Henry" (810 protection) and "Papal Decree" to ban Religion Advances in Turn 8.

Paris plays "Dillingburg" (no protection) and "Metal" (P+896, L+88).

Venice plays "da Vinci" (no protection) and "Prince" (P+T86, CON, & ALEX, all reduced to 1T).

London plays "Long Bow", "Columbus" (s30 rebate, S20 protection), "Copernicus" (840 rebate, S10 protection), "Civil War" on Barcelona (BAR reduced to 1T, B must join 896 or 7V), and "Cloth" (P,G&V +620, H+85).

DUE NEXT: Turn 8-4 (Purchase), and Turn 8-5 (Expansion).

STATISTICS

GENOA (Hann): 860, 8K, 200M, 7C, 12t
 PARIS (McCabel): 8196, 1K, 350M, 15C, 18t, SV-10
 VENICE (J Bargender): 8128, 2K, 150M, 13C, 21t, Gal-2
 LONDON (Farrow): 857, 2K, 150M, 12C, 31L, ON-1
 BARCELONA (Fruh): 81977, 2K, 125M, 12C, 14t, SV-10

ADV: A,B,E,F,I,N,O,R,V
 ADV: A-E-H-N,O,S
 ADV: A,B,E,F,I,N,O,R,V,W
 ADV: A,B,E,F,I,N,O,R-T,V-X
 ADV: A,B,E,F,I-L,N,O,S,R,V

MAP

B: C @ Alg, Ang, Cre, Fra, Ger, Ile, Sic, Tol, Tun, Val. Wat. Wat: 1T @ Ath, Bors, BAR, Lib, Ors, Pd, G. C @ Dj, Flo, GEN, Mar, Mil, Nap, Rom, JT @ Bari, StG.
 L: C @ Att, Alep, Ber, Cat, Chi, Cyp, Edi, ION, Por, Smy, Sce, Yor; 1T @ Alex, Arm, Cap, Com, Jer, Lev, Tre, Wal.
 P: C @ Basl, Bass, Bor, Bru, Che, Col, Gra, Lya, Mon, Nur, PAR, Sev, SHM, Str, Tri, JT @ Tou.
 V: C @ Bel, Bud, Dub, Erz, Kle, Por, Ptg, Salo, Sce, Tun, Vaz, VEN, Vie; 1T @ Bre, Corf, Dur, Esz, Gal, Kaf, Salz.

Your cards (Karten) are:

ITEMS: B = BAR, C = colored circle, c = white circle, G = GEN, Gal = galley, K = cards, L = LON, M = misery level, ON = ocean nav, P = PAR, SV = seaforthy vessel, T = colored token, L = white token, V = VEN.

Correction: Hamburg has a C in Cyprus, so earned \$6 more. Hamburg purchased a card for \$10 in Turn 8 has \$289 for start.

Player Holdings (in Capital Choice order):

VENICE (Burgheder) 8131, SK, 80M, 13C, SV-10	ADV: A-C,E,F,H,K,N,O,R,S,V-X
BARCELONA (Hannia) 896, SK, 80M, 13C, DC-1	ADV: A,P,I,N,R-V
PARIS (McCabe) 9135, HK, 100M, 8C, OC-1	ADV: A,B,E,F,I-L,N,O,R-T
HAMBURG (Copeland) 8286, SK, 90M, 13C, OC-2	ADV: A-C,E,F,H-L,N,O,R-X
LONDON (Bolton) 8146, HK, 100M, 13C, OC-3	ADV: A,E,F,H,I,N,O,R-V

2 Shortages of Metal for Turn 8.

Token Allocation: PAR - 41, VEN - 24t, LON - 26t, BAR - 31t & HAM - 33t

Card Play:

PAR - passes on shortage removal purchase of Metal, no card play also

VEN - Play 2-'Graze' cards: +88 to BAR, +882 to HAM and LON, +872 VEN

LON - no card play

BAR - no card play

HAM - Plays 'Black Death' on Area III - reduce St. Malo, Paris, Bruges, Dijon, Basel, Strassburg, Cologne, Nuremberg, Prague, Vienna and Budapest. Remove tokens in Amsterdam, Esseg, St. Gall, Salzburg & Breslau. Play 'Plague/Vikings' attack on South America, India & China - reduction. Play 'Famine' - Misery increase. HAM 0, VEN +1, BAR +3, LON +3 & PAR +3 weeks. Play 'Mysticism Absurd?' - Misery increase. HAM +1, VEN +1, PAR +2, BAR +3 & LON +3.

Note: expansion token adjustment required for turn 8.

Mapboard: iC = City of Domination Marker, i = Throne

VEN: C @ Belgrade, Dubrovnik, Florence, Milan, Rome, Sicily & Venice; iI @ Athens, Bari, Basel, Budapest, Cagliari, Corfu, Dijon, Durazzo, Nuremberg, Prague & Vienna.

BAR: C @ Algiers, Angora, Barcecosa, Basque, Constantinople, Crete, Fez, Lisbon, Potti, Seville, Toledo, Tuna & West Africa; iI @ Leon, Omoi, Palma & Toulouse

PAR: C @ Bordeaux, Montpelier, Sarai & Trebiaud; iI @ Bruges, Paris, St. Malo & Strassburg

HAM: C @ Acre, Aleppo, Cyprus, Danzig, East India, Esztergom, Granada, Hamburg, Kiev, Lubeck, North America, Novgorod, Riga, Salonika, Stockholm, Esz, Tuna & Valerete; iI @ Cologne, Copenhagen, Shetus & Szczecin.

LON: C @ Alexandria, Berger, Citha, Chester, Edinburgh, England, London, Portsmouth, Tripoli, Verpa, Waterford & York; iI @ China, Cornwall, Gallipoli, India, Jerusalem, India, Kantalon, Konigsberg, Lennet, Ubyn, Shetlands, South America & Wales

GEN: C @ Genoa, Lyons, Marseilles, Naples & Smyrna

Present: PAR to all - it appears that there are a lot of clerics out there. Can't any of them find jobs in their own countries?

GM to PAR: Missionaries duties are never done... until all souls are saved. HAM is working his plan on winning hearts and minds of Europe.

Player Holdings (in Capital Choice order):

VENICE (Burgheder) 8179, SK, 100M, 13C, 24t, SV-10	ADV: A-C,E,F,H-K,N,O,R,S,V-X
BARCELONA (Hannia) 873, SK, 80M, 13C, 31t, OC-1	ADV: A,P,I,N,R-V
PARIS (McCabe) 9131, HK, 200M, 8C, 4t, OC-1	ADV: A,B,E,F,I-L,N,O,R-T
HAMBURG (Copeland) 8286, SK, 90M, 13C, 32t, OC-2	ADV: A-C,E,F,H-L,N,O,R-X
LONDON (Bolton) 8132, HK, 100M, 13C, 23t, OC-3	ADV: A,E,F,H,L,N,O,R-V

Orders due next site for Purchases and Expansion phases. Conditional orders and/or general intentions are highly encouraged.

WINE IS FINE

SR 5

NYC and B&M float!



ERRATA: During operating rounds 4, 5 & 4.8 NYNH&H had a run of 25 in #4.1 and a run of 10 in #4.2. NYNH&H holders get +3 & +1 or net of 2 for each share. NYNH&H Stock value is B142.

Corrected Individual Assets at start of Stock Round

	Cash	Certificates
D. Farrow	65	2PRR(pres), 6 E1(pres)
P. Zieske	262	6NYNH&H(pres), B&O; PRR (Priority)
J. Buttina	294	6B&O(pres), NYNH&H, 2PRR
J. Ringhofer	70	4C&O; PRR
R. Fisher	239	3B&O; 2NYNH&H, 2PRR
C. Hanna	501	5C&O(pres), NYN

CORPORATION STATUS AT START OF STOCK ROUND

PREZ	Value	PAT	Fleet	CASH	TRAINS	TOKENS	Location	Treas
NYNH&H	PZ	B142	-	0	0	20	34	0
B&O	JB	D110	-	0	0	402	8	119, J14
Eric	DF	B190	90	0	4	570	4	E11a
C&O	CH	C82	82	0	1	185	3	P8, H10
PRR	DF	J310br	67	0	2	280	333	2
							H12, H10	SV, M8H

STOCK ROUND #5 TRANSACTIONS

ziecke - sells NYNH&H @ 1142; B&O @ 110; PRR @ 301. Buys NYC(pres) @ 90; treasury = 262 + 182 + 110 + 30 + 180 = 584-180 = 364. NYNH&H, B&O, and PRR drop -> C125, D100, R20 resp.

buttina - sells NYNH&H @ 125; B&O @ 100; 2PRR @ 40. Buys B&M(pres) @ 90; treasury = 294 + 125 + 100 + 40 - 190 = 379. NYNH&H, B&O, and PRR drop -> D110, E100, R20 respectively.

ringhofer - sells 2C&O @ 82 + 1641. Buys CP(pres) @ 90; treasury = 70 + 164 - 180 + 54 + C & O drops -> 871.

fisher - buys 3PRR at 2D 160; treasury = 239 - 60 - 179; has 5 shares of PRR and takes over presidency of PRR.

hanna - buys C&O at 71; treasury = 501 - 71 = 430

farrow - sells 2PRR @ 20/401 and buys B&O @ 100; treasury = 65 + 40 - 100 = 5

ziecke - Buys NYC @ 90; treasury = 364 - 90 = 274

buttina - Buys B&M @ 90; treasury = 379 - 90 = 289

ringhofer-passes

fisher - Buys 2 PRR @ 20 (401); treasury = 129 - 40 = 139

hanna - Buys NYNH&H @ 110; treasury = 430 + 110 = 520

ziecke - Buys NYC @ 90; treasury = 274 - 90 = 184

buttina - Buys B&M @ 90; treasury = 289 - 90 = 199

ringhofer-passes

fisher - Buys NYNH&H (110); treasury = 139 + 110 = 19

hanna - Buys B&O @ 100; treasury = 320 + 100 = 220

farrow - passes

ziecke - Buys NYC @ 90; treasury = 184 - 90 = 94

buttina - Buys B&M @ 90; treasury = 199 - 90 = 109

ringhofer & fisher - pass

hanna - Buys NYC @ 90; treasury = 220 - 90 = 130; NYC floats

farrow - passes

ziecke - Buys NYC @ 90; treasury = 94 - 90 = 4

buttina - Buys B&M @ 90; treasury = 109 - 90 = 19

ringhofer & fisher - pass

hanna - Buys B&M @ 90; treasury = 130 - 90 = 40.

all - P.A.S.S. Farrow has priority

Individual Assets at END of Stock Round

	Cash	Certificates
D. Farrow	5	6Eric (pres) B&O (Priority)
P. Ziegler	4	3NYNH&H(pres), BNYC(pres)
J. Butina	19	5B&O(pres); 6B&M(pres)
J. Ringhoffer	54	2C&O; PRR, 2C(pres)
R. Fisher	19	3B&O; 3NYNH&H, 7PRR(pres)
C. Hanna	40	6C&O(pres), 2NYNH&H, B&O, NYC, B&M

CORPORATION STATUS AT END OF STOCK ROUND

	Per	Value	PAR	Pool	10 CASH	TRAINs	TOKENs	Location	Trans.
NYNH&H	PZ	C125	-	0	0	20	34	0	G10n, F22
B&O	JB	D110	-	0	0	402	3	1	I15, J14
Eric	DF	B90n	90	0	4	570	1	2	B11s
NYC	P2	B90b	90	0	3	900	—		
B&M	JB	B90b	90	0	3	900	—		
C&O	CH	E71	67	1	1	185	4	2	F6, H10
PRR	RF	K200r	67	0	2	240	333	2	H12, H10
CP	JR	B90	90	0	8	not listed			SV-MAH

TRAINs Available - 4 555- 666 DDDDDDD (SINCE OPTIONAL 6

TILES AVAILABLE (Special: Tiles #6 & #9 are unlimited)

Yellow: #1100, #2100, #4111, #7131, #5710, all others available

Green: #1421, #13401, #2510, #5301, #5410, #5910; all others available

Request OR #5.1: We expect 5's to be purchased and thus a phase change. Since we are only doing one OR we will not stop for phase change. PLAN ACCORDINGLY. DEADLINE - 26 Feb 99 to Zello Springs address or by e-mail: wu9@juno.com. I access e-mail USUALLY EVERY OTHER DAY.



SILVERTON

FIRST DEPLETION

Turn 1b2a.

ERRATA: Zieske has 85200 & Wordelmann has 85000. Farrow surveyed the other 8600/4 miles west from Denver.

Wordelmann buys #37 (1-8200); Zieske declines #47

PLAYER STATUS

- #1. Farrow: 85400 S+1, P
- #2. Zieske: 85200, S, P+1
- #3. Chinnery: 85300, S+1, P, #20
- #4. M. Fisher: 85200, S, P+1, #43
- #5. Holiday: 85300, S+1, P
- #6. Wordelmann: 84800, S, P+1, #37

AVAILABLE CLAIMS:

- #9. Georgetown (Au, 8400/8150)
- #22. Telluride (Ag, 8500/8200)
- #47. Sunnyside (C, 6500/8100)
- PAX A1-A6
- #8. Silverton (Au, 8800/8250)
- #34. Dolores (L, 8700/8200)
- #54. Bowie (C, 6400/8200)
- The Deck

TURN 1B2A ACTION

- #1 (Farrow): Survey west to Fairplay (1-81500); Prospect #6 (-8400)
- #2 (Zieske): Survey Colo Springs-Pueblo 1-82000; Prospect #42 (1-85250)
- #3 (Chinnery): Operate #20 (1-8200); 1+6 = 7 = DI. Survey Pueblo-Canon City 1-85000; Prospect Deck (#28).
- #4 (M. Fisher): Survey SE from Provo 1-82000; Prospect #45 (1-82500)
- #5 (Holiday): Survey Heber City east 1-81300; Prospect Deck (#35)
- #6 (Wordelmann): Operate #37 (1-8100); 5+6 = 11 = 2L; Survey N from Taos 1-81300; Prospect Deck (#28)

DISPUTES: None

THE MARKETS:

Au:	2+0x4	= 4	/> 5000	Denver Ag: 8+0x2>0	= 1	/> 2000
SLC Ag:	2+0x2	= 2	/> 2000	Denver L: 940>0	= 2	/> 300
SLC L:	7+0>0	= 7	/> 500	Pueblo L: 540>0	= 5	/> 600
SF L:	10+0>0	= 10	/> 200	Denver C: 8+0/21>0	= nc	/> 300
SLC C:	6+0/21>0	= nc	/> 300	Pueblo C: 940/21>0	= 1	/> 150
SF C:	9+0/21>0	= 9	/> 200			

PLAYER STATUS

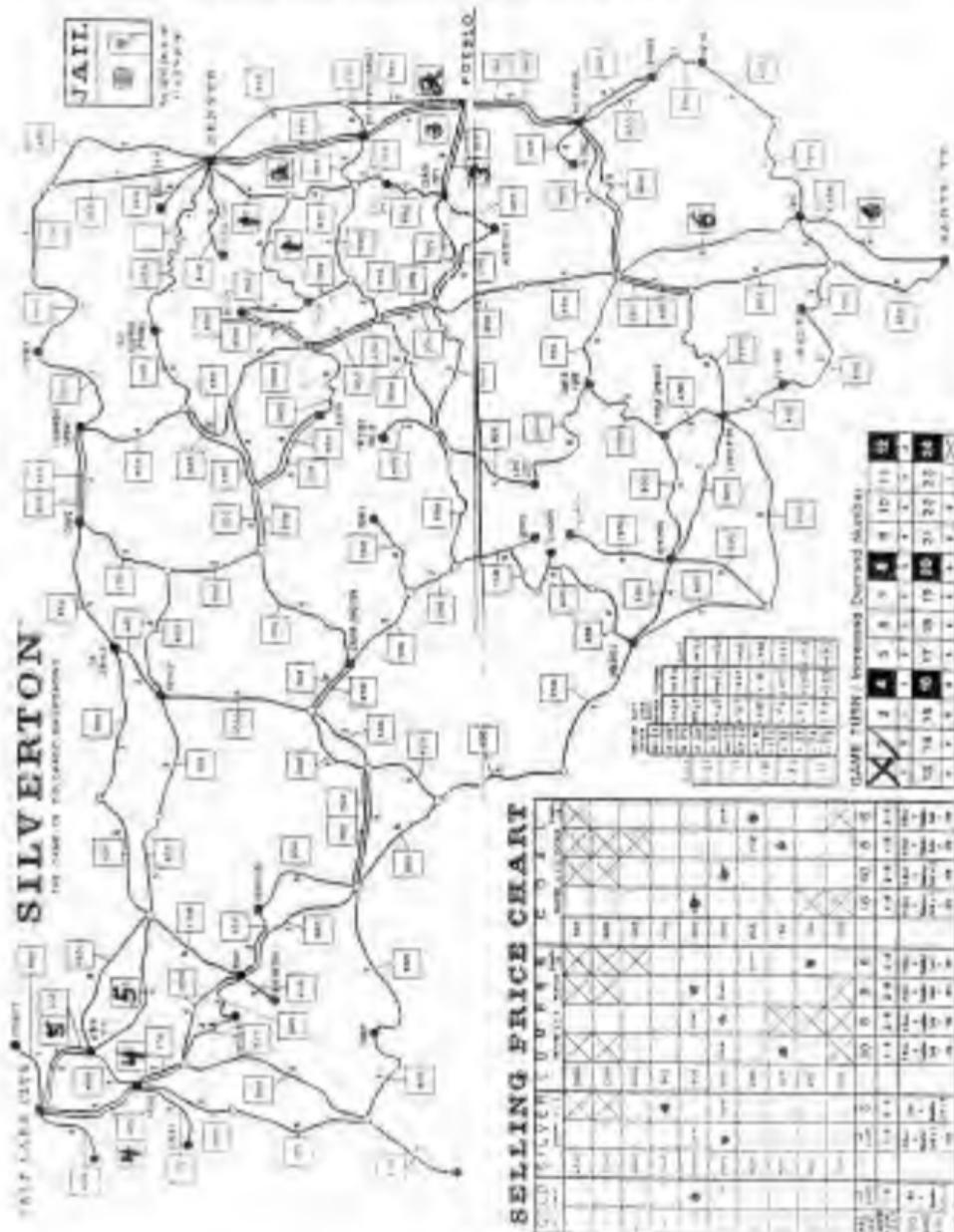
- #1. Farrow: 83500, S+1, P, #8
- #2. Zieske: 84375, S, P+1, A2
- #3. Chinnery: 84600, S+1, P, #287
- #4. M. Fisher: 84750, S, P+1, #43, A5
- #5. Holiday: 84000, S+1, P, #357
- #6. Wordelmann: 83400, S, P+1, #3721, A267

AVAILABLE CLAIMS:

- #9. Silverton (Au, 8800/8250)
- #22. Telluride (Ag, 8500/8200)
- #34. Dolores (L, 8700/8200)
- #35/7. Lake City (Ag, 8500, 8200)
- #35/7. Dolores R, 8300, 8200

DEPLETION: 420

Due next time are your buy decisions for the cards prospectus from the Deck, your operate decisions for your claims, and your surveying and prospecting drawings for Turn 3.





ADVANCED CIVILIZATION

Bazaar Calm!!
Calamities Rbalet
Turns 19.9b-19.18



ERRATA: Crete lost 4T in Pannaea (Rhine, Cisalpina, Germany, & Panoriental so Crete had 4T left to expand with so we're able to build C @ Sparta using 3T @ 3T. Illyria didn't need to attack in Rhine, Panoriental, and Germany, so things changed there too. There was no battle w/ Kanesh. So recheck the corrected "Board".

TURN 19

19.9: TRADE: No one bought gold.

Crete trades Grain, Wine & 5 to Africa for Oil, Cloth: 5 & 5
Crete trades Cloth, Papyrus & 5 to Assyria for Oil, Timber & 5
Crete trades Oil, Wine, Timber & 5 to Thrace for Oil, Resin & 5
Assyria trades 2 Hides & 5 to Egypt for Papyrus, Silver & 5
Assyria trades 2 Papyrus & 5 to Egypt for 2 Hides, 5 & 5
Assyria trades 2 Cloth & 5 to Thrace for 2 Ores, 5 & 5

19.10: CALAMITY RESOLUTION

TREACHERY: Iberia reduces New Carthage.

BARBARIAN Hordes: Cannot affect Crete.

CIVIL DISORDER: Babylon reduces Mart & Chanc.

Due next time are: Turn 19.11 (CIV Card Purchased) to 20.9a (Trade: Buy Gold)

THE BOARD

AFRICA (McCubet): C @ Cirta, Cyrene, Coptuba, Palermo, Tzazum, Tripoli; 1S @ Ebrouus, Tzazum, W Mauritania; 3T @ Thapsus, 2T @ Cyrene; Numidia, Siva, Subrat, W Mauritania; 2T @ E Mauritania, Ebrouus, Jada, Libya, New Africa, Sahara, Syracuse, Tripolitania, Tunisia.
POTTERY, MYSTICISM, ENLIGHTENMENT, CLOTHMAKING, AGRICULTURE, MUSIC, DRAMA & POETRY, ASTRONOMY, METALWORKING, HERM.

ASSYRIA (Scott): C @ Antioch, Gordium, Media, Nisroch, 1S @ Cyprus; 2T @ Armenia, Assyria, Cyprus, Sisra, Van; 1T @ Cappadocia, Caucasus, Kuban, I. Armenia, Mikop, Nalchik, Phrygia, MYSTICISM, ASTRONOMY, CLOTHMAKING, DRAMA & POETRY, ENLIGHTENMENT, LITERACY, COINAGE, MUSIC.

BABYLON (Anderson): C @ Aleppo, Arabia, Babylonia, Jericho, Parthia, Susa; 1S @ Susa; 4T @ Babylon; 3T @ Chanc, Mesopotamia, Phoenicia, Susiana, Tyre; 2T @ Canaan, Mart, COINAGE, MYSTICISM, POTTERY, ENGINEERING, DRAMA & POETRY, MINING, ARCHITECTURE, MUSIC, ENLIGHTENMENT, MEDICINE, LITERACY, LAW, ASTRONOMY.

CRETE (Webb): C @ Appolodoss, Argos, Eritrea, Sparta; 1S @ Eritrea, Illyricum; 2T @ Coetula, Delphi, Illyricum, Knossos, Rhodes, Thessaly; 1T @ Athens, Chalcis, Epirus, Ithaca, METALWORKING, MYSTICISM, POTTERY, CLOTHMAKING.

EGYPT (Ringhafer): 1C @ Butene; 2T @ Alexandria, Carabs, Corsica, E. Desert, Gaza, Memphis, Sisra, Sisra, W Desert, MYSTICISM, METALWORKING, ASTRONOMY, AGRICULTURE, ENGINEERING, POTTERY.

GERMANY (Farrow): C @ Massilia, Rium, Sardista, 2S @ Rium; 1S @ Narbo, 2T @ Etruria, Galatia, Kanesh, Narbo, New Carthage, 1T @ Aquitania, Biscaia, Biscaya, Hispania, Iberus, Lusitania, Tarracentia, CLOTHMAKING, POTTERY, MYSTICISM, MUSIC, METALWORKING.

ILLYRIA (de Koste): 1C @ Neapolis, 1S @ Tigranartene; 3T @ Germany, 4T @ Pannaea; 3T @ L.

Germany, Ribbles, 2T @ Aquitania, Belgica, Campania, Luminarium, 1T @ Britannia, Gaul, Iugdunum, Rhaeta, Rhine, Samnium, U. Germany. DRAMA & POETRY, POTTERY, CLOTHMAKING, MUSIC, MYSTICISM

PIRATES (Not: C @ Carthage, Phoenicia, Salmox, 3T @ Thebes

THRACE (Bosphorus: C @ Scythia, Thessalonia, Troy, Tyre, 3T @ Ionia: 2T @ Byzantium, Crimea, Dakia, Danubius, Thrace, 1T @ Lemnos, Lesbos, Mossia, Sardis). DRAMA & POETRY, METALWORKING, MYSTICISM, POTTERY, CLOTHMAKING, MUSIC, LITERACY, ASTRONOMY, DERM, ENGINEERING.

YOUR CARDS (Time is... Use them or lose them!)

HOUSE RULES FOR KREMLIN

1. The Advanced Roles as supplied in the Avalon Hill version of the game will be used except as modified in these rules.
2. The first set of orders needed to by each player will be the distribution of the 50 allocated IP (these IPs need not be declared yet, merely allocated) and any initial IP declaration.
3. Each game turn is generally divided into two (2) mailings. The first mailing consists of the Cure, Purge, Investigation, and Health phases. The second mailing consists of the Reparation, Rehabilitation and Pseudo phases. The GM may separate the turns due to unusual intrigue card events.
4. At the end of the 3rd, 6th, and 9th turns a separate mailing turn will be issued for the option of publicly announcing increased IPs or acquiring additional Intrigue cards. Conditional orders are recommended.
5. If any of your controlled characters is theoretically eligible to purge, Investigate, try, nominate, etc. you should send provisional orders as if he/she will. Likewise, send "Guilty" / "Innocent" votes each turn for all Politburo members under investigation in case they come to trial.
6. Bribes and Deals: The GM requires a copy of all bribes and deals made between the parties involved in order to be able to enforce the three Intrigue card limitations. The GM encourages the players to strike deals where you can.
7. Assigned IPs can be declared at any point in the turn and can be conditional on any events that occur prior to the declaration of the IPs in the same mailing. If, at any time, two or more players have the same number of declared IP on a character, the breaker points may be used. If this fails to resolve the tie, the GM decides who has control based on when the IP were declared. If the deadlock continues, the GM will flip a coin. Orders such as "decide as many IP on Badenau to control him in the Purge Phase" will be followed if possible. Any order ambiguous will be handled by the GM as consistently as possible.
8. If a player does not send in orders for the first or second mailing of a turn his characters make no voluntary actions. If he must make nominations, the oldest eligible character is nominated and all votes are "yes" or "guilty". If a player does not send in orders for the "Increase Influence" interphase:
 - a) He shall draw Intrigue cards to fill his hand.
 - b) He shall place any remaining IP on the highest ranking politician possible.
9. Players with European sets take note that some character names have been changed and that the AH rules are not the same as the original Swiss rules.



MAGIC REALM

CR/DC OPENED!
AGAIN, SERPENTS & ODDONS!



THE CAST:

Dave Anderson	Buster the Berserker
John Bunnin	Rosalinda Ironides the Amazon
Don Chinnery	Wanderer the Pilgrim
Patti Chundremire	Fern Crystallight the optional Woods Girl (inactive)
Dan Farone	Sir Quiter the White Knight
T.J. Kauschka	Out Bat the Witch with DC her Familiar (deceased)
Phil McCabe	Connie the Dwarf (deceased)
	Connie-Jr the Dwarf
Debbie Oberste	Xyla the optional Woods Girl (inactive)

EVENING 17

No actions.

CONSCER ROLL + 2

DAY 18

CONSCER ROLL + 2

Sir Quiter @ HP2: M L4, M L1, M L3, RMAGIC 10*1. Reveal Ruins M, Shrine S

Buster & R5-7@ M6: 1B6, I = n; M M64, M M64, RM/R7: 1,1 = Opportunity, 3,4 = x4! Reveal Shrine M, Shrine 4.

Rosalinda Ironides @ BV4: S|Loot: 4,2 = nothing, S|Loot: 4,2 = nothing, S|Loot: 5,5 = nothing, S|Loot: 5,1 = nothing!

Connie Jr @ DW1: M DW4, M DW2. Reveal Ruins W

Wanderer @ M4: Shakes "T" cobble to open Crypt. Loot Crypt: 4,2 = treasure, S|Loot: 4,4 = nothing, S|Loot: 5,3 = +1Q1, S|Loot: 5,5 = Curse, 6,3 = Diagnostic. Buster discovers the Crypt.

Leavers @ BV4: S|Loot: 4,4 = nothing, S|Loot: 4,2 = nothing, S|Loot: 6,2 = nothing, S|Loot: 6,1 = nothing!

COMBAT: Buster and the boys could attack Wanderer or vice versa. Spells may be cast.

Due next time: Combat and Spells for Day 13 and orders for Day 14. Remember, Ralph and the boys quit on Day 14 and some monsters may meet.

BOARDEDITES: The Inn is at BV4. The Patrol & Chapel are at EV5. The ghosts are at DVS. The Minstrel is at CV1. The Guard are at AV5. The Lost Castle is at DW1. The侯, the T F Dragon, a T dragon and both H F dragons are at DW8. The Lair and Xyla & Fern w/ the Flowers of Rest (GOLD) are at DW3. The Shrine and the Crypt of the Knight are at M64. Three horses are at the Inn. The Clerics are at L5. The Pool is at HP6.

DEAD PILE: 3 boar, 3 H spiders, 2 giants, T F dragon, 4 Soldiers, Rogues HQ & 1-4

STELLAR CONQUEST

JTL: Due next are orders for combat for Turn 42 and for Movement for Turns 43-44. Remember, this is a variable ending game, so Turn 44 has a 0.0% chance of being the last turn.

WIL: Awaiting Turn 6 combat and any changes to Turns 7-8 movement.

TOM: Awaiting resolution of GM error on Turn 18. Expect Turn 22 combat soon.



AGAMEMNON
EACH & Ends
EACH & Expires Assigned



Step 1:

Blue: David Anderson	Black: Rudy Zedda	Green: Dan Farmer
Orange: Phil McCabe	Purple: Chris Tread	Red: Paul Ziemke

Options in Play: Preservation of Culture (colored instruments), Fortresses, US Navy (may place fleet in Atk or Pac, not Solid), Persistence of Culture (extra event cards).

Step 2:

At: EAn, MPICL; Bl: SbICL;

Bl: Hm, Tur, UNic (r: BII: Che, GPC, Tur(BM), Yel);

Gr: SiK, GM, Lin(OM), PSD, UnIC, GM, Zag;

Or: Cey, EGs, WDe, WGr;

Pi: Cred2, C, B, Pin; PI: Atb, Del, Mor(2,C,F,PM, Law);

Ri: An, UnIC, NHC, RMI, Nub, Sib, UnIC, Wels, BM; RI: Cau, Dm, CEu, NGs, RVI; Lev(C), UT;

Wi: LTr(2,C,B);

Fleets: EMSR, WMSIP;

Score (SP/VP): O(4/9), G(10/20), B(11/30), R(12/31), A(12/8+), W(13/21);

EPIC 8 (CONTINUED):

<ARTHAGANS (At: Play "N. American Migrants" (AVIII); 1A @ Des, [A & Wls, Play "Pirates"; 1F @ Car, Play 1A,C, AM or Sha (R) > Sib, F @ WMS 15,6,4 - PP); 1A @ Un 16,6,4 - Bl; 2A @ SiK (5,2,5; 5,4,4; 4,1,5; 6,1,6; 5,2,4 - 2Bl - 1AB); 1A @ NII(0,1,3 - 1RL - C, +el, 1A @ Pin, 1A @ Lev 15,2,2 - 1MV - RPIEMS) - C, +el; Score: 6 + C(2X2) + e2) + S(2) + M(2X2) + 1 + Mid E(D+6) + N(ABD+1) + S(Eur(P-2) + 2);

<PERSI (Or: Play "Elite Troops", 1A,C, OM @ PPI; 1A @ Hm 15,4,4,2 - 1Bl); 1A & Surprise Attack @ Un 1 - 1GII; - C, +el, 1A @ Un 15,4,4,1 - 1GII; 1A @ GeV, 1A @ GaD, 1A W EDe, 1A @ Zag (3,2,1,3 - Elite Troops; 1,1,1; 6,3,4 - 1GII); 1A @ EAn 15,2,2 - 1Al; 1A @ WAn, 1A @ Tur (5,5,5; 6,2,4 - 1Bl); 1P @ Bl; 1A @ Bl; 1A @ Dm; 1A @ MTI (0,3,2 - 1Al; - C +el; Score: 9 + C(1X2) + H2) + S(1) + M(2X2) + 1 + Mid E(D+4) + India (C=6) + S(Eur(P+2) + 3);

EPIC 9. Green passes to Black. Black passes to Orange. Red passes to Azure. Azure passes Green. Purple keeps. Orange has to pass to Red. Draw-up next. Orders for Celts (A), Macedonians, Mauryans, and Han.

Step 3:

At: Lev(1, Bl, Nhc, RMI, Pin, SbICL, AM, Sib, AVIE, Des, Win;

Bl: UNic, Bl, BII, Che, GPC, Tur(BM), Yel;

Gr: SiK, GM, PSD;

Or: Cey, EGs, WDe, WGr;

Pi: BAl, Dm, EAn, EDe, GaD, GeV, Hm, Lin(OM), MTBn, PPIC, OM, Tur, UnIC, GM, cl, WAn, Zag;

PI: Cred2, C, B, Pin; PI: Atb, Del, Mor(2,C,F,PM, Law);

Ri: An, Nub, Wels, BM; RI: Cau, Dm, CEu, NGs, RVI; UT;

Wi: LTr(2,C,B);

Fleets: Bln (O, L, CredA), WMSA;

Score (SP/VP): G(10/20), B(11/30), R(12/31), A(12/20), P(13/21), O(10/31);

THE CATAN

David Anderson (A)

Don Chinnery (C)

Dan Farrow (F)

Kevin Wilson (W)

ERRATA: F has 8 grain. A has 1 brick, 1 grain, 3 lumber. C has 3 grain.

TURNS 12.3-13.3:

P: 8. Wool/Brick 3 grain from c2. F collects 1 grain from d1. Trade 3 grain for 1 lumber. Build settlement on d6/c5/c6. 1 brick, grain, lumber, sheep, +1 VP!

W: 10. P collects brick from c5. A & W collect lumber from c3. Trade 3 grain for 1 ore. Trade 2 sheep for 1 grain. Build road @ d2/g3. 1 brick, lumber!

A: 11. C collects 2 wood from c2. A & W collect ore from d4. No trades. No actions.

C: 5. W collects 1 ore from c4. W collects 2 sheep from c2. No Trades. Build road @ b4/b5 (+1 brick, lumber).

F: 7. Move Robot to c2, steal ore from W. No trades, no actions. A must collect 4 lumber.

STANDING TRADE OFFERS: None

Player	brick	grain	lumber	ore	sheep	VP	Knights	Cards
Anderson	1	1	5	2	0	2	0	0
Chinnery	1	3	3	1	0	5	0	1
Farrow	1	1	4	1	1	4	0	1
Wilson	1	2	0	2	2	5	2	1

Due next are your orders for Turns 13.4-14.4. Include your trade partners and what you'll do if a trade is made.

TURNS 13.4-14.4 Rolls:

Wilson: 10. Anderson: 10. Chinnery: 8. Farrow: 7. Wilson: 8

LEGEND:

? generic 3/4 port

dice number

H/b hill hex/brick special port

D desert hex

P/F Robot hex/lumber special port

G/g grain hex/grain special port

M/o mountain hex/ore special port

P/s pasture hex/sheep special port

R rubber

W water tile

YOUR CARD:



THE SOC

#1. David Anderson (A) #2. Dan Farrow (F) #3. Doug Chinnery (C) #4. Paul Zieske (Z)

ERRATA: F has 1 ore, C has 2, and Z has 3. Z has 3 sheep.

TURNS 6, 7, 8, 9:

A: 4. C collects lumber at d2. Z collects sheep at e4. No trade. No action.

F: 10. A collects 1 grain from d3. F collects 2 grain from d6. No trade. No action.

C: 8. A collects lumber from e2. Z collects ore from e5. No trade. No action.

Z: 9. A collects lumber from e2. Z collects ore from e5. Play Knight to move Robber to d6 and steal grain from F. Trade 2 sheep to A for 2 grain. Upgrade d5/e4/e5 to City (+2 grain), 3 ore. Buy card 1-1 grain, ore, sheep!

A: 9. F collects 2 bricks from c5. F collects 1 sheep from c3. Trade 4 grain for 1 ore. No action.

STANDING TRADE OFFERS:

A will trade 1 grain for 1 brick.

Player	brick	grain	lumber	ore	sheep	VP	Raights	Cards	Road
Andereson	0	3	3	0	2	4	0	0	
Farrow	2	3	0	1	1	3	0	1	
Chinnery	0	12	1	2	1	2	1	1	
Zieske	0	0	0	1	1	2	1	1	

This next time are orders for Turns 7, 8, 9, 10.

Rolls for Turns 7, 8, 9, 10:

Farrow: 8 Chinnery: 7 Zieske: 5 Anderson: 7 Farrow: 3

LEGEND:

? generic 3-1 port

H/b hill hex/brick special port

F/l forest hex/lumber special port

M/o mountain hex/ore special port

P/s pasture hex/sheep special port

R: robber

W: water tile

YOUR CARD:



ON DECK

1890: Copeland, Watson, ???

ADV CIV: McCabe, Crandall, Anderson, Scott, Webb; need 4+ more

AGE OF RENAISSANCE: Copeland, Wilson, Frisch, (Webb)

AIR BARON: Copeland, Crandall, Bittia, Ringhofer, Wordelmann

BRITANNIA: Hanna, Boyum, Copeland, Zodd, Anderson

CIRQUE MAXIMUM: Copeland

Tourney Rules: Anderson, Crandall, R. Fisher, need 8+ more

CONQUISTADOR: Copeland, Crandall, York, Scott

DIPLOMACY:

Regular: Greer, Gorham, Trent

Colonial: McCabe, Anderson, Boyum, Sandoval, B. Wilson, Zodd, Copeland; need space

DOWN WITH THE KING: Copeland, Anderson

DUNE: K. Wilson, Anderson, Crandall, R. Fisher, Saunders, need 2-5 more

GUNSLINGER: Anderson, Crandall, Farlow, Smith; need 3 more

JUNTA: Copeland, Gardner, Anderson

KINGMAKER: (Webb)

KREMLIN: R. Fisher, K. Wilson, Bittia, Crandall, Anderson, Holliday, Scott, Zodd

MACHIAVELLI: Scott

MALLARAJA: Crandall, K. Wilson, Rhine, Hanna, Anderson

MERCHANT OF VENUS: Bittia, K. Wilson, Wordelmann, Watson; need 2 more

MONSTERS RAVAGE AMERICA: Bittia, T.J. & L. Krasnianski?

REPUBLIC OF ROME: Centurio Populus, Copeland, Webb

RUSSIAN CIVIL WAR: Crandall, K. Wilson, A. Bargender, Copeland, Scott

TITAN: Crandall, K. Wilson, A. & J. Bargender, (Webb); need 1 or 2 more

OTHER POSSIBILITIES: 1829 (N OR S), 1886, 1870, AD 4000 (!), CIRCUS IMPERIUM, GLADIATOR, KAMAKURA, PLANET MINERS, SOURCE OF THE NILE (!)

* Offered by guest GM, when space is available.

Games now running have http://rpg.ru/ru by e-mail and COULD RUN.

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(Exp 14E)

(Exp 21E)

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The Bottom Line

This is BORIS THE SPIDER, a 'zine dedicated to the play of multi-player games. BORIS is published the first or second Sunday of the month by Paul & Meg Bolduc, 203 Devon Ct, Ft. Walton Beach, FL 32547-3110 and currently has a subscription price of \$10.50 for 12 issues in handwriting (\$12 in Canada, and \$18 ~~internat'l~~ or \$1 by E-mail). A handwriting sub will also include an E-mail sub. Make checks payable to "Paul R. Bolduc". BORIS can be reached at (850) 853-9081, or pbolduc@aol.com. If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in baseball, and recognize your voice, you may get to talk to a real human. we don't hang up upon hearing our recorded message. It changes every power outage!

BORIS THE SPIDER

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